Volume 15 Issue 03, March 2025

Impact factor: 2019: 4.679 2020: 5.015 2021: 5.436, 2022: 5.242, 2023:

6.995, 2024 7.75

FROM STEAM TECHNOLOGY IN THE PRESCHOOL EDUCATION SYSTEM USE OPTIONS.

Tuychiyeva Zulfizar Bokhodir kizi

Annotation: The article describes the reforms implemented in our country to further improve and develop the preschool education system, the methodological system for preparing children for school education through the possibilities of using STEAM technology in educational activities of preschool educational organizations, and the issues of its implementation.

Keywords: preschool education system, STEAM education, integration, mental-intellectual, cognitive, skills, spiritual potential, preparation for school, improvement.

Today, interest in improving the effectiveness of education using innovative pedagogical and information technologies in the educational process, attention is gaining strength day by day. Activities enriched with modern technologies are aimed at independent research of the child, creative thinking, the formation of his intellectual potential.

Practical work is being carried out in our country aimed at radical reform of the preschool education system, the organization of an innovative process based on modern advanced foreign experiences. The purpose of the state standard "in the decision of the Cabinet of Ministers of the Republic of Uzbekistan dated December 22, 2020, No. 802," on approval of the state standard of preschool education and upbringing "- the organization of the preschool education system based on modern requirements, the introduction of effective forms and methods of education and education in the educational process and the education of the spiritually competent generation, as well as the implementation and control of the mandatory minimum requirement on the size, content and quality of the educational process, the construction and equipment of the preschool educational organization, the organization the fact that is highlighted.

Based on the requirements of today, it is necessary to arm educators with modern knowledge, gradually increasing their pedagogical skills and professional competence. For this reason, through the use of STEAM technologies in the preschool education system, the formation of education on the basis of interactive teaching methods involves the scientific and practical basis. The unique modern "STEAM - Education" (Science, Technology, Engineering, Art, Mathematics) approach to the comprehensive development of preschool children is important in organizing the educational process.

Today, knowledge, technology and skills are the most important competitive advantage. This is a real achievement, the key to improving the quality of life. In the shortest possible time, we need to develop an advanced legislative base, remove all obstacles to the development and widespread use of robotics, artificial intelligence, unmanned vehicles, e - commerce and large-scale data processing technologies-these are the strategies of developed countries.

These words make STEAM education relevant and emphasize its benefits, in particular:

1. An integrated approach to solving modern problems based on the mutual penetration of various fields of Science, Technology, Engineering, Art, Mathematics. This integration is the result of activities based on cognitive and artistic search and based on a project method with a specific real product.

Volume 15 Issue 03, March 2025

Impact factor: 2019: 4.679 2020: 5.015 2021: 5.436, 2022: 5.242, 2023: 6.995, 2024 7.75

- 2. Adaptation of children to the modern educational environment at all stages of education from preschool age. In the conditions of continuity of all levels of the educational system of foreign countries, all the components of the educational environment content, technology, science-spatial content, material and technical support-are sequential and complex of content in the logic of age related opportunities.
- 3. The development of intellectual abilities and involvement in scientific and technical creativity in the process of cognitive research activities is aimed not only at developing competencies inherent in these types of activities, but also at developing comfortable self-perception in the modern world. high quality in future life.
- 4. The development of critical thinking is considered as a three-step process; the ability to obtain the necessary information; the ability to analyze it; Skills for applying the information obtained in practical activities.
- 5. Helps to form the skills of working in a team in synthesis with individualization of Education How does the STEAM approach affect learning performance? Its main idea is that practice is just as important as theoretical knowledge. when learning, we need to work at the same time not only with our mind, but also with our qai. Learning only on the walls of the group does not keep pace with the rapidly changing world. The main difference of the STEAM approach is that children use both the brain and the qoi to successfully learn a different topic. They "absorb"the knowledge they receive. STEAM education is not just a teaching method, but a way of thinking. In the STEAM educational environment, children become knowledgeable and immediately learn to use it. Therefore, when they grow up and face life problems, they understand that such a complex issue, whether environmental pollution or global climate change, can be solved only by relying on knowledge in different areas and working together. It is not enough here to rely on knowledge on only one subject. It can be seen from this that in the process of STEAM education, preschoolers try to explain through creative thinking the activities they perform in practice. The STEAM approach is changing our view of education and education. Paying attention to practical abilities, children develop their will, witchcraft, flexibility and learn to cooperate with others. These skills and knowledge form the main educational task.

In STEAM technology, children strive to gain good knowledge and immediately put it into practice. If we say that the main purpose of traditional education is to teach knowledge and use this knowledge to think and create, the STEAM approach teaches us to combine the knowledge gained with real skills. This gives preschool children the opportunity not only to have some ideas, but also to put them into practice and implement them.

Through the STEAM education system, creativity, diligence, curiosity and the ability to solve the problem are formed in a child - the most important feature at the moment. STEAM education technology brings to the surface the integration in the basic educational form training process of preschool education. The introduction of STEAM education technology into the field of preschool education is carried out not only in the pre-school education system, but also in the field of teaching specialists and students of higher educational institutions receiving a tehsil as a elective subject. The use of STEAM educational technology by students studying at higher education institutions is changing their view of Education. Focusing on practical ability, students develop their will, creativity, flexibility and learn to cooperate with those around them.

In conclusion, we would like to note that, in comparison with traditional teaching methods, the Steam approach in preschool education encourages children to experiment, build models,

Volume 15 Issue 03, March 2025

Impact factor: 2019: 4.679 2020: 5.015 2021: 5.436, 2022: 5.242, 2023:

6.995, 2024 7.75

independently create music and films, turn their ideas into reality and create a final product. This educational approach will help children effectively combine theory and practical skills and easily conquer all stages of the continuing education system.

Reefernces

- 1. Resolution of the Cabinet of Ministers of the Republic of Uzbekistan dated December 22, 2020 No. 802 "on approval of the state standard of preschool education and upbringing".
- 2. N.X.Avliyoqulov, N.Musayeva. Pedagogical technologies. Tashkent-2008.
- 3. Makhmutazimova Y. R. Steam technologies educational guide in preschool education/-Tashkent:" TAMADDUN", 2022
- 4. Hamidovna, NR (2020). Preparation of children in schools by making technological techniques in pre-school education. European Journal of Research and Reflection in Educational Sciences, 8(2), 120-124.
- 5. Nosirova, RK (2020). Methodology for teaching outdoor games in preschool institutions. Academic Research in Educational Sciences, 1(4).
- 6. Gaynazarova, G. A., & Shonasirova, Z. Y. D. (2023). MAKTABGACHA TA'LIM TIZIMIGA HORIJIY TAJRIBALARNI QO'L LASHNING ZARURATI. Science and innovation, 2(Special Issue 5), 721-724.